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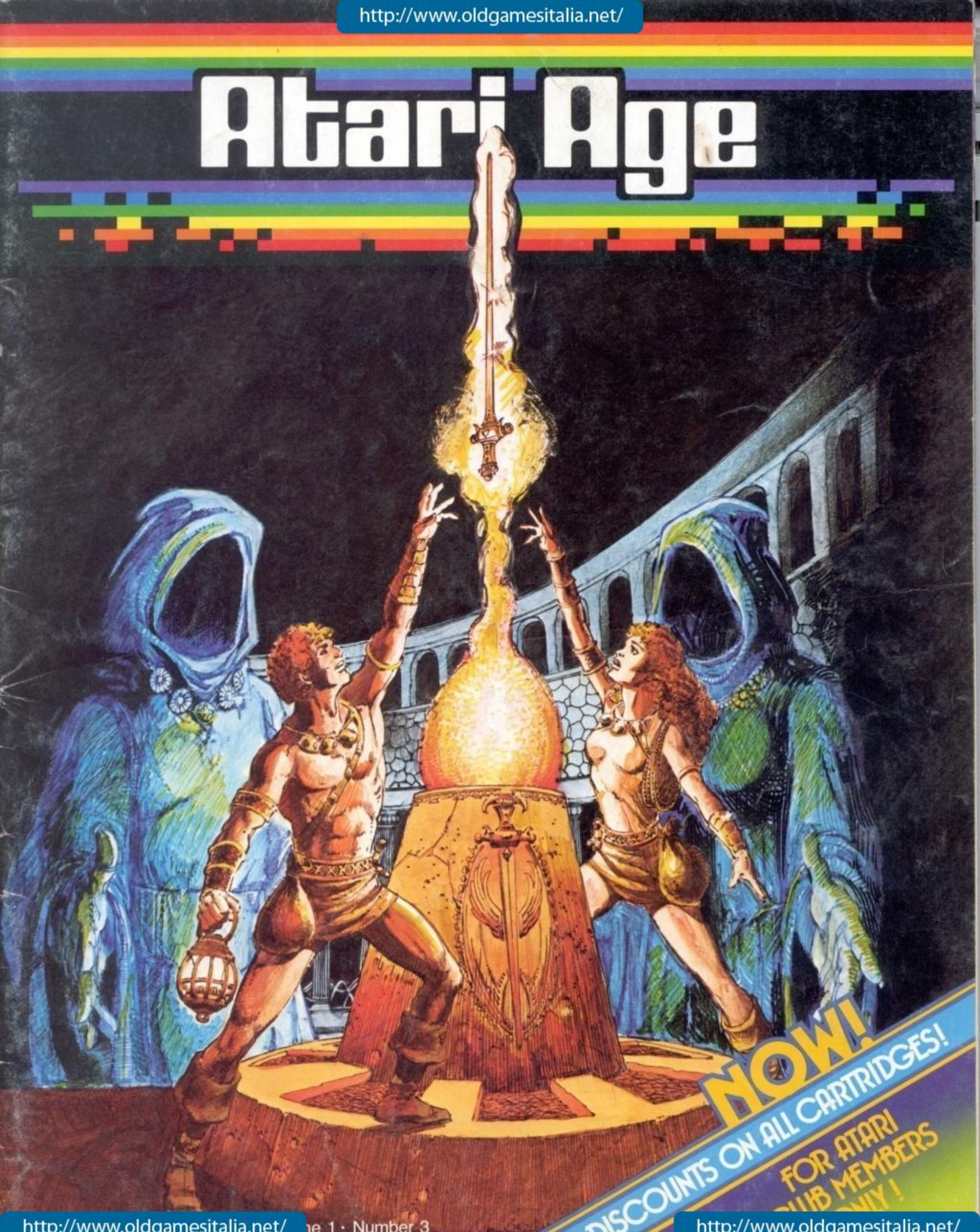
Atari Age



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INSIDE

In modern computers, memory is stored in *integrated circuits*. An integrated circuit is a tiny chip of silicon etched with infinitessimal lines which make up electrical circuits. The illustration at the bottom of this page is a diagram of the circuitry in a silicon chip used in an Atari computer. Through photographic processes, this intricate circuitry is shrunk down until it fits onto a chip less than 1/4 inch across. Electrical connections are then attached to this chip, and the assembly is sealed in a black protective housing like the one shown mounted on the circuit board in the photograph at left.

And how does all of this circuitry really work? How does it tell the Landers how to scoop up a Humanoid in *Defender,* or draw the *Berzerk* robots on screen, or tell the ghosts how to chase *Pac-Man?* Actually, if you get down to the most basic level, it is all just a series of on-off switches.

Every computer, from the massive mainframe electronic brains used to guide the Space Shuttle to the microprocessor at the heart of your Atari video game, only deals in "on" and "off." By grouping together the "on" and "off" information in several switches, complicated information and instructions can be stored (we'll go into this area more fully in a future issue of *Atari Age*). The trick to the computer's speedy operation is in the tremendous number of on/off switches, the way these switches are connected, and how quickly the switches can be "flipped."

Inside the ROM chip in your Atari Game Program cartridge, tens of thousands of electrical on/off switches are systematically linked in a single chip in a pattern determined by the game designer, delivering information in microseconds to the microprocessor inside the Atari VCS console.

And *that's* what goes on in that little black box mounted on a circuit board.

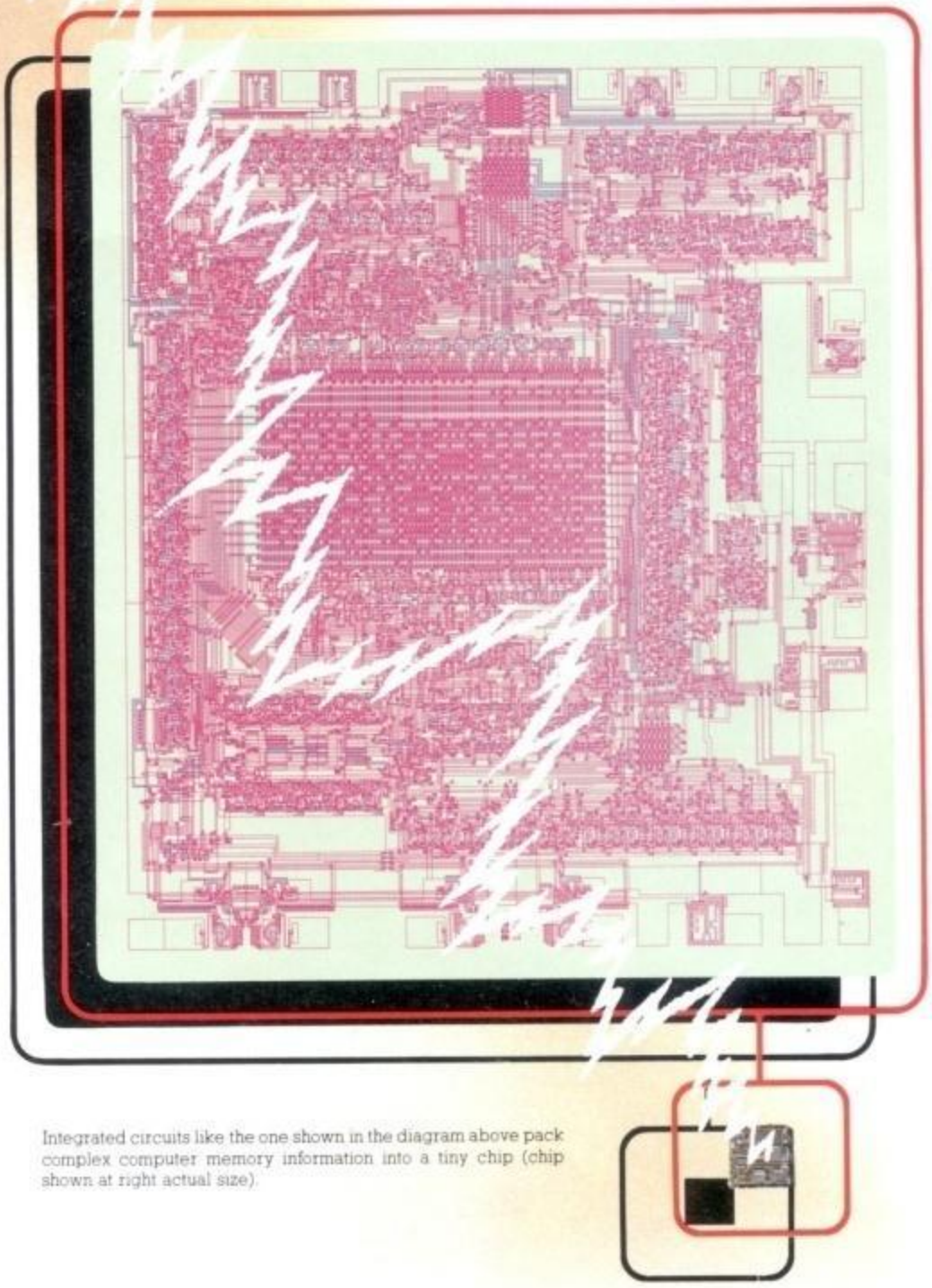
YOUR ATARI VCS GAME CARTRIDGE

If you opened up the case of an Atari Game Program cartridge, what do you think you would see? A reel of tape, like you'd find in your cassette tape recorder? Well, guess again—shown above is a complete, actual size photograph of the electronics inside an Atari cartridge. Not much to look at, right—just a little black box on a circuit board. But looks can be deceiving. There's an awful lot of computer information tucked into that little black box, in the form of Read Only Memory, otherwise known as ROM.

Let's take a moment to discuss the two types of computer memory used in the Atari VCS—ROM and RAM (Random Access Memory).

ROM is used to store information which does not change. It is *Read Only Memory*—the computer can read it to gain information or instructions but cannot change what is there. RAM, on the other hand, is a temporary storage device. It can receive information, hold on to it, then receive different information when instructed to do so.

Within your video game system, the RAM is contained in the VCS console, the ROM in the individual Game Program cartridges. The ROM contains the rules of the game—the RAM reads the information in ROM at the start of a game and uses it to control the action. When you turn off your VCS, the RAM is erased. Then, when you insert a different cartridge and turn the power back on, the RAM reads the instructions from the new cartridge and is ready to play.



Integrated circuits like the one shown in the diagram above pack complex computer memory information into a tiny chip (chip shown at right actual size).

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IMPORTANT ANNOUNCEMENT

DISCOUNTS ALL ATARI CARTRIDGES!

That's right, The Atari Club can now save you money on *every* cartridge you order—the existing cartridges you've been wanting *and* the brand new releases you've been waiting for!

From now on, you'll get a big discount on *every* cartridge you order from the Club!

You'd expect to pay $39.95 for *Star Raiders*—order it from the Club and pay only $35.95—a saving of 10%! *Missile Command* regularly sells for $31.95. Your price through the Club—only $28.95—you save $3.00!

And you save on *all* the exciting Atari game cartridges!

Not only will you save money—you'll get the hot new cartridges *faster* than ever before! We've now made special arrangements so that, when a new cartridge is released, it's delivered to Club Members' homes *right away!*

All this, plus *exciting special offers made to Club Members only*—like our SuperSports Savings package of dynamite RealSports games (see page 6), our terrific *Star Raiders* special (see page 9), and our exclusive *SwordQuest Adventurer* plan (see page 11).

Find your favorites in the list below, and check out the exciting new Members Only price list. Then read about all the exciting special offers in this issue of *Atari Age*. We think you'll agree, it really pays to be a member of The Atari Club!

SPORTS ARENA	REGULAR PRICE	CLUB MEMBER PRICE
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☐ Video Checkers™ C37	~~12.95~~	9.95
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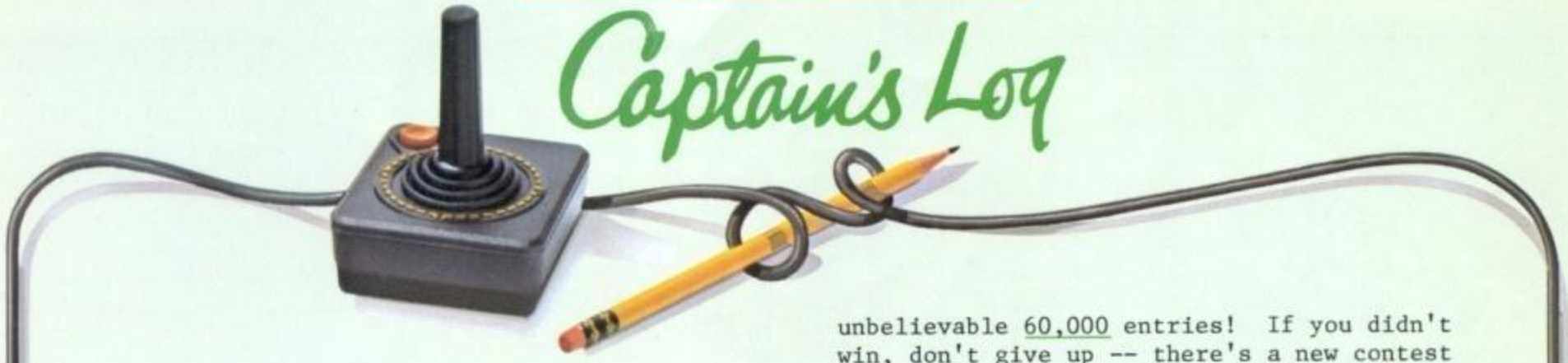
Captain's Log



By now you've already spotted the big news -- The Atari Club is offering discount prices on all Atari game cartridges! You asked us to save you money -- and we're coming through in a big way, with special members-only prices on every cartridge, plus special featured offers in each issue of ATARI AGE. What more could you ask for?

Not much -- unless you're J. Guinses of Los Angeles. He can ask us for a dozen free cartridges and get them -- he's the first prize winner in the Atari Club's "Scavenger Hunt" contest, chosen from an unbelievable 60,000 entries! If you didn't win, don't give up -- there's a new contest waiting for you on page 16, and this time we're giving away a brand new Atari 5200 advanced game system. Start pushing those pencils!

And finally, for all the Dig-Dug fans who remembered that the giant invisible rabbit in the classic Jimmy Stewart film "Harvey" was called a "pooka" -- congratulations -- you must watch the same old movies as I do when there are no good Atari games on TV.

Steve Morgenstern

Game-Grams

Dear Atari Club,

I have learned that on *Space Invaders*, if you hold down the reset button at the same time as the power switch is being turned on, your laser cannon will fire double.

My question is, will this hurt either my *Space Invaders* cartridge or my Atari console unit?

Paul Geisler
Topeka, KS

We received quite a few letters from readers who discovered ways to make the Space Invaders laser cannon fire two shots on the screen at once, instead of the usual single shot. Some of you got this effect using Paul's technique — others suggested a method which involves flipping switches in combination very rapidly. We checked it out with Atari engineers, and were told that Paul's technique works, and is perfectly safe —it's just a peculiarity of the programming which causes the double shots. However, rapidly flipping the switches on your Atari machine could damage your game console —so don't do it!

—Editor

Dear Atari Club,

I was all ready to send in my entry in your Atari Scavenger Hunt Contest when I noticed the contest is void in Ohio! *Why?* Will all contests be void in Ohio?

Rachel Hart
Shaker Heights, OH

To all of you who wrote to tell us how disappointed you felt at not being able to enter the contests, we're sorry —but it's not our fault. Each state passes its own laws controlling lotteries, sweepstakes, and other types of contests for its residents, and we have to comply with those laws. We have tried to construct contests which are valid in the greatest possible number of states, but so far, the lawyers tell us that residents of Florida, North Dakota, Ohio, and West Virginia still can't enter. All we can suggest is that you contact your state legislature.

—Editor

Dear Atari Club,

I was playing *Yars' Revenge* when all of a sudden, instead of showing the score, the letters HSWWSH appeared. Please tell me what these letters mean.

Michael Finnin
Bayside, New York

We will try to tell you as much as we can about the secret messages hidden in Atari game cartridges, but some of the mystery must remain. In the case of Yars' Revenge, we're allowed to tell you two things. "HSW" are the initials of the programmer who invented and designed the game. And the key to how this message appears on the screen is contained in the "Helpful Hints" section of the Game Program Instructions. That's all we can say, so please don't call or write for further information. As they say at Atari, "What good is a secret message if everybody is in on the secret?"

—Editor

Keep those cards and letters coming, Club Members!

Send your questions and comments about Atari games to Editor, *Atari Age*, 1700 Walnut Street, Philadelphia, PA 19103. If we print your letter in the magazine, we'll send you an Atari Game Program cartridge of your choice.

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ATARI AGE

SEPTEMBER/OCTOBER 1982 VOL. 1 · NO. 3

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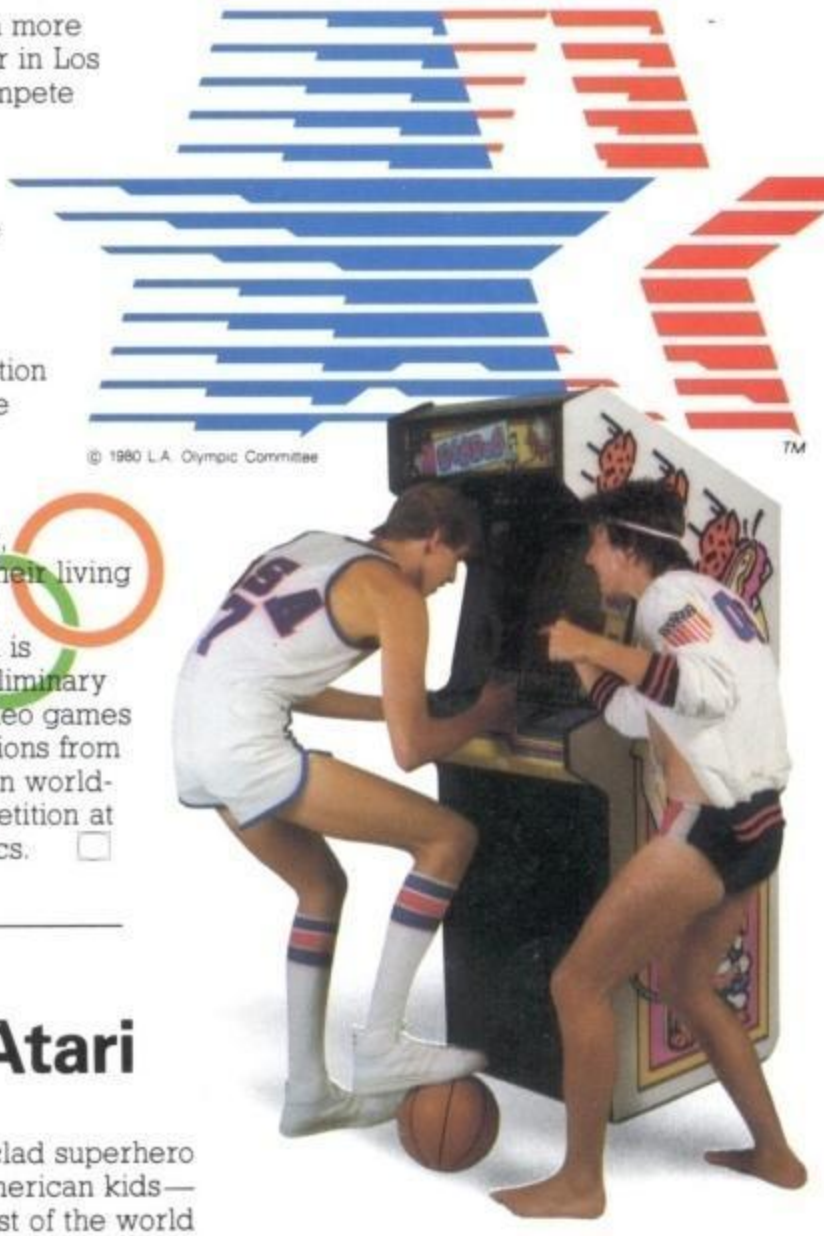
Atari International

Atari Named Official Video Game Of The 1984 Olympics

In July 1984, athletes from more than 50 nations will gather in Los Angeles, California to compete in the 23rd modern Olympic Games—and Atari will be there, as the official video game and home computer of the Games.

For the athletes in Los Angeles, Atari's participation will mean that they'll have the chance to relax and sharpen their reflexes with Atari home video games, coin video games, and home computers in their living quarters at the Games.

For the rest of us, Atari is currently working on preliminary plans for international video games tournaments, with champions from many countries meeting in world-wide head-to-head competition at the 1984 Summer Olympics. □



Meet Captain Atari

That handsome red-and-blue-clad superhero you see here may not look familiar to American kids—but he's known throughout the rest of the world as the invincible Captain Atari!

The international Atari excitement includes clubs for Atari game players in nearly a dozen countries. And in England, Australia, Germany, Israel, Sweden, Finland, and Norway, it's Captain Atari who brings the latest word on game cartridges, events, and tournaments to club members through newsletters and special mailings.

The club in England boasts a membership of over 100,000 people. And in Sweden, Captain Atari's loyal fans love to play fotboll, brädspel, schack, Stålmannen, and fallskärmshoppning (Soccer, Backgammon, Chess, Superman, and Skydiver) with their Atari-kassetts. □

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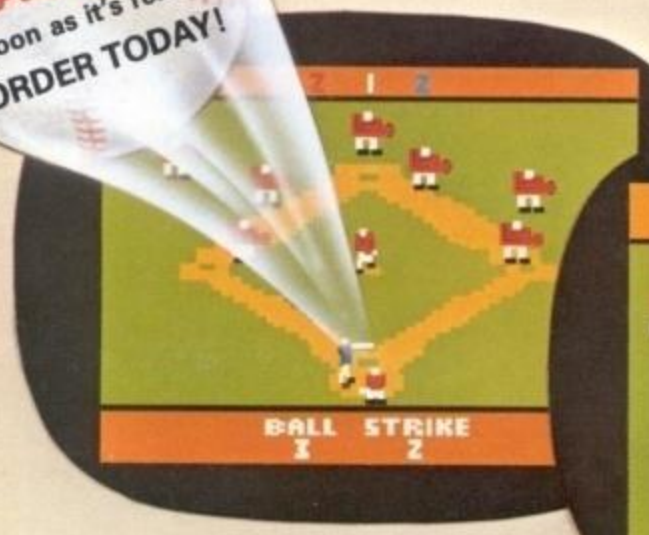


RealSports Baseball gives you total control both in the field and at the plate. Pitchers choose from four different pitches—batters bunt or swing away to left, right, or center—fielders choose where to throw the ball to make the play—baserunners can even try to steal extra bases!

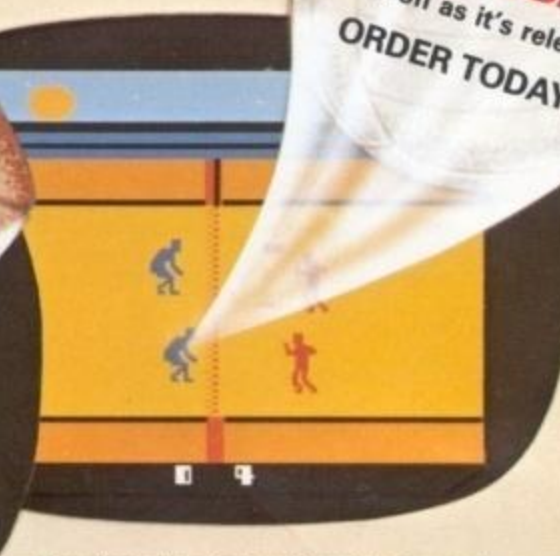
One or two players — Regular price: $26.95
Coming in October — Club price: $24.95

Get RealSports **FOOTBALL** as soon as it's released **ORDER TODAY!**

A five-man team and a full 100-yard scrolling playing field—this is video football at its finest! Try an end sweep—a short fleaflicker pass—or go for the long bomb. Watch out, though! Defensive players can block, blitz, tackle, or intercept the ball and take off for their own goal line.

One or two players — Regular price: $26.95
Coming in December — Club price: $24.95

Get RealSports **VOLLEYBALL** as soon as it's released **ORDER TODAY!**



Everybody out on the beach for a fast-paced volleyball game! The players' movements are incredibly lifelike—they run, leap, lob a serve to an undefended corner, pass to their teammates, and smash the ball over the net for a winner. Joystick controls player positions—red firing button moves their arms for precise ball control.

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Atari News

Creators Of "Raiders" And Sesame Street To Design New Atari Video Games

Where do you look for dramatic new video game ideas? If you're Atari, you turn to the top creative teams in film-making and children's television today — Lucasfilm Ltd. and the Children's Television Workshop—and form partnerships to develop tomorrow's breakthrough video game concepts.

Lucasfilm Ltd. is the producer of the *Star Wars* series and the incomparable *Raiders of the Lost Ark*—films combining fantastic action sequences, unforgettable characters, and spectacular visual effects. Now the same kind of thrilling action, character, and visual effects will be combined in home video, coin video, and home computer games produced by the Lucasfilm creative team in cooperation with Atari's experienced game programmers.

While Atari looks for game-playing excitement in outer space and beyond with Lucasfilm, the search for educational games with real appeal continues at street level—Sesame Street level, to be precise. Children's Computer Workshop (CCW) has agreed to work with Atari to create game cartridges that teach important lessons through attention-grabbing home video games.

CCW is an activity of Children's Television Workshop (CTW), creators of such outstanding programs as *Sesame Street, The Electric Company,* and *3-2-1 Contact.* Now CCW and Atari will join forces to teach the alphabet, number skills, and shapes and colors in an entertaining, friendly style. Some of the games will feature special appearances by everyone's video friends, the Sesame Street Muppets, including Ernie, Big Bird, Oscar the Grouch, and Cookie Monster.

The first of the CCW/Atari cartridges will be available in mid-1983.

Another treat for young Atari game fans is a brand new controller for the Video Computer System, specially designed to be clear and simple enough for even preschoolers to use with ease. The controller will be used for all VCS game cartridges produced in cooperation with CCW, as well as other Atari children's games.

© The Children's Television Workshop, 1976

coin video corner

Kangaroo Hops Into Arcades

It wouldn't be quite right to say that Atari's latest coin video sensation is "more fun than a barrel of monkeys," since it *has* at least a barrelful of monkeys right on the screen. The name of the game is *Kangaroo,* and it's a beautifully animated cartoon-style contest pitting an angry mother kangaroo against a gang of nasty monkeys who have kidnapped her baby.

In each of four different rounds, Mom must climb her way to the top of the screen, working her way up past ladders and tricky log steps, while ducking the apples and apple cores being thrown at her by the band of monkeys. Of course, if she can get close enough, she can take the offensive—Momma Kangaroo has her boxing gloves ready, and packs a mean right cross to any monkey within reach. That makes *Kangaroo* a true "knockout" game!

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SNEAK PEEKS SPECIAL REPORT

From The Consumer Electronics Show

If you want to know what's happening in audio and video, the place to look is the Consumer Electronics Show. Twice a year, manufacturers gather at CES to display their latest technological breakthroughs—and at Summer CES 1982, held in Chicago, there was plenty of video excitement everywhere you looked. Flat-screen pocket television, stereo TV, component video systems—and from Atari, dramatic leaps forward in video gaming. In this issue's Sneak Peeks, we'll let our readers in on what industry insiders saw at Atari's CES exhibit.

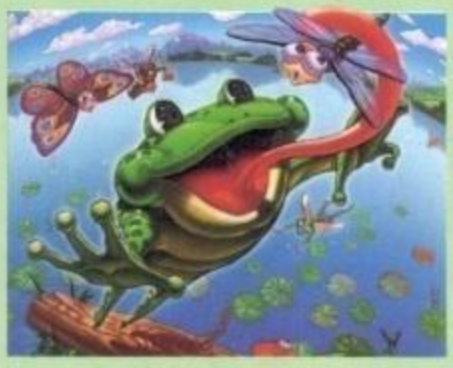
New VCS Cartridges

Most of the Game Program cartridges for the rest of 1982 were shown for the first time at CES. The crowds at the show were introduced to an exciting new look in Atari games—cartridges using high-resolution graphics. A series of programming innovations now lets Atari's game designers define a screen image with greater detail than ever before. The high resolution graphics are especially striking when you see the level of realistic animation used to portray human figures in the new games.

Some of the most dramatic examples of eye-popping high-resolution graphics we saw were in the pre-production versions of 1982's RealSports cartridges. These new Baseball, Volleyball, and Football games are visual knockouts, and the gameplay lives up to the graphics (RealSports details are on page 6).

Also shown for the first time were the two game cartridges which begin the fantastic SwordQuest adventure series (details on page 10).

Moving into November and December release dates, Atari unveiled its eagerly awaited movie tie-in game, *Raiders of the Lost Ark*. This intriguing video game version of the classic adventure film lets players guide Indiana Jones through 13 different scenes, gathering weapons and fending off fearsome foes in his quest for the elusive Ark of the Covenant. Snakes wriggle across the screen, Jones plunges off a terrifying cliff, hidden dangers lurk around every corner—it will take *two* joysticks to control all the action!



VCS FROGPOND

Also on display was *Frog Pond*, a lively game featuring a pair of beautifully animated frogs. Flies buzz over the logs where the frogs sit—and the frogs on the log zap those flies with quick flicks of their extremely long tongues.

Announced but not yet available for display were a new *Combat*-style tank warfare game with enhanced graphics and sound effects, and an unusual cartridge version of the most popular puzzle craze in years. Both of these cartridges are due out in early 1983.

ATARI 5200

Samples of the Atari 5200, the new advanced home video game system due in October, were up and running at the Consumer Electronics Show, and the crowds waited patiently to try their hand at superbly detailed versions of *Soccer, Galaxians, Missile Command* and *Space Invaders*. In addition to the Game Program cartridges mentioned in the May/June issue of *Atari Age*, Atari announced upcoming versions of three more arcade classics, *Centipede, Qix*, and *Defender*, all currently in development for the new system.

A further announcement at the show—a new version of *Super Breakout*, with enhanced graphics and sound, will be packed with each Atari 5200 system.

ATARI TRAK-BALL

The biggest Atari 5200 news at CES was not the specific games being offered, though, but two surprise additions to the game system itself—a *Trak-Ball controller*, and an *adapter* to make current VCS cartridges compatible with the 5200 system!

Trying out the Trak-Ball unit sample at CES, we discovered we could play with the same precise control and lightning-fast speed found in the best arcade games. For all games where Trak-Ball control makes sense, the cartridges will be programmed to work with either the all-in-one hand-held controller packed with the Atari 5200 or with the Trak-Ball, which will be offered as a separate unit.

We were especially happy to learn about the adapter unit for the Atari 5200, which lets VCS owners play the game cartridges they already own through the new system. While gameplay for VCS cartridges will remain the same when played through the 5200, the adapter lets you enjoy your current cartridge collection *and* the exciting new games programmed exclusively for the Atari 5200 without having to switch game consoles. The adapter is due in 1983.

Atari also confirmed that the 5200 will *talk* to us soon! Work on a Voice Synthesizer module for the new system is progressing quickly. Sometime in 1983, Atari 5200 owners will be playing games combining spoken information with on-screen images for a total video game experience. □

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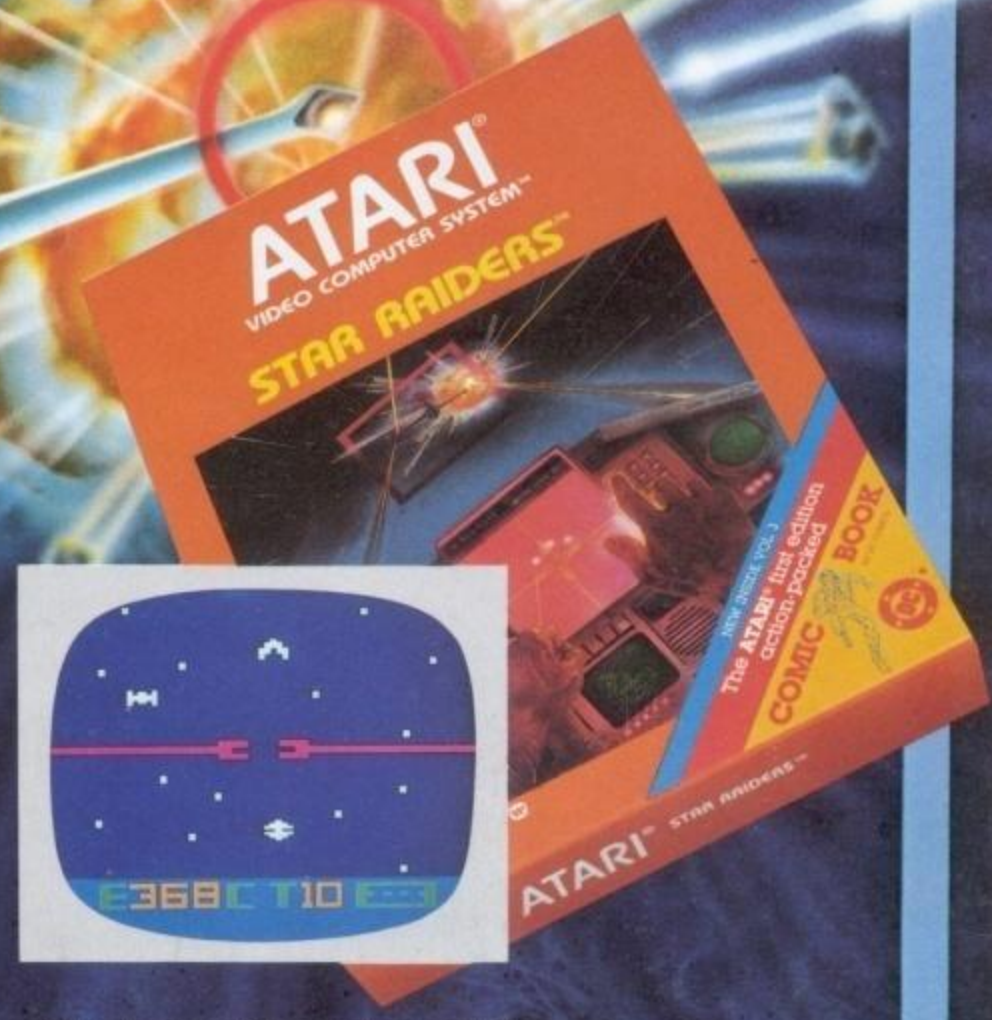

Intergalactic combat like nothing you've experienced before—STAR RAIDERS!

The TV screen becomes the window of your Star Fighter—you don't *see* your powerful spacecraft, you're *inside* it, scanning the stars to find the deadly Zylons and challenge them to a pulse-pounding deep space fight to the finish!

Control your ship with *two separate* devices—an Atari joystick and a special new Video TouchPad Controller packed with the cartridge.

Press a button to call up the Galactic Chart. There is the Starbase you must protect. There is the enemy fleet poised for battle. Position your ship. Hit the button—hyperwarp! Turn on shields and attack computer. Use the screen and radar scope to spot the approaching Zylons. There they are! Fire your phaser cannons! Watch out, though—if *their* fire hits *you*, you're in trouble!

Ship damaged? Low on energy? Hyperwarp to your Starbase and dock for repairs and fuel. Then hyperwarp back into the enemy sector and begin the battle again! One player—4 Skill Levels.

Comes complete with Video TouchPad Controller and exciting DC comic book! Arriving in your sector in September.

SAVE ON STAR RAIDERS! Regular price $39.95
Special Club Member Price only $35.95!

THE ATARI CLUB'S *STAR RAIDERS SPECIAL*

FREE STORAGE CASE

Order *Star Raiders* and *any other cartridge* from the Clubhouse Store and get a Game Program Storage Case, regularly sold for $9.95, *absolutely free!*

Offer expires November 15, 1982

ORDER TODAY!

CALL TOLL-FREE 1-800-345-8600

(PA Residents Call 1-800-662-5180)

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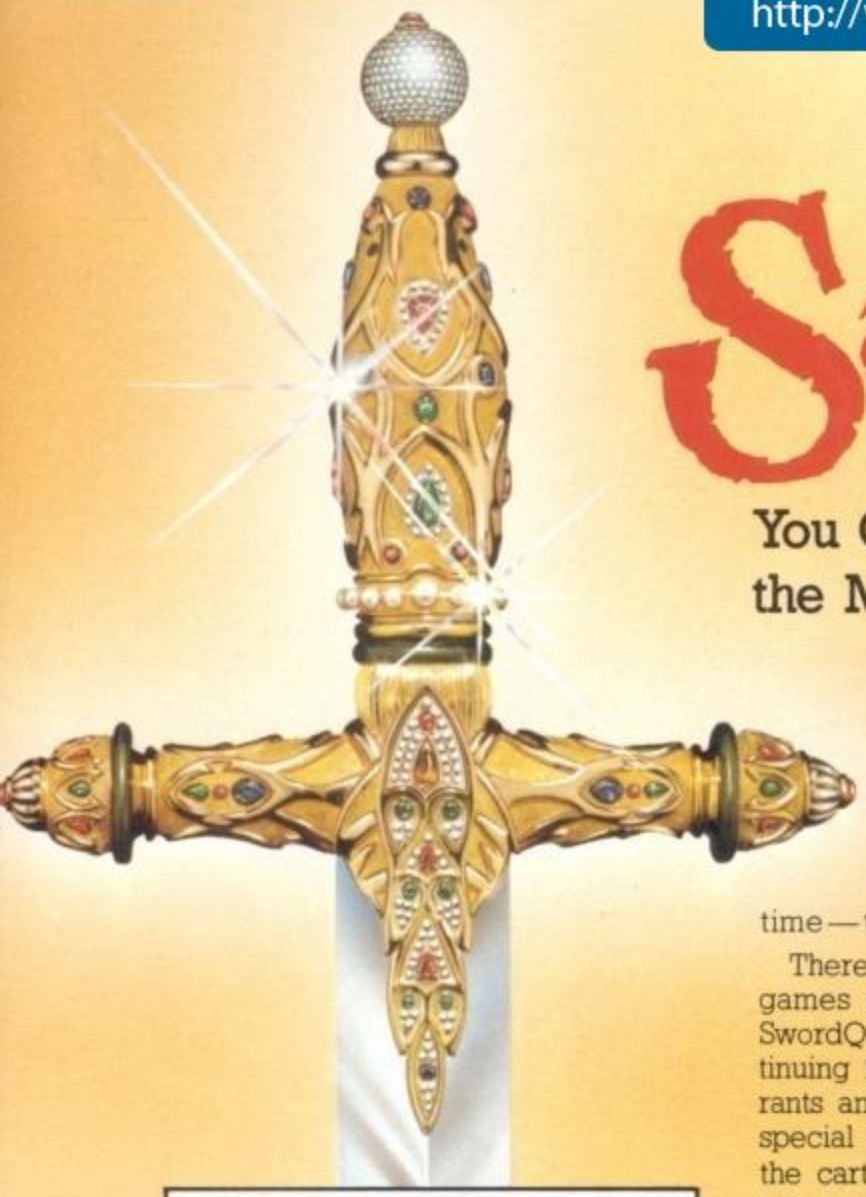


SwordQuest!

You Can Win Fabulous Prizes by Solving the Mysteries of Four New Cartridges

In October, Atari presents the *EarthWorld* Game Program cartridge, launching the most exciting real-life treasure hunt of our time—the SwordQuest Cycle.

There will be *four* new SwordQuest games in all, each part of the total SwordQuest adventure story. This continuing fantasy tale of treacherous tyrants and daring deeds is told in the special DC comic books packed with the cartridges, and played out in the games themselves.

But the SwordQuest challenge is more than on-screen action—by finding clues hidden in each cartridge and comic book combination, players can win prizes worth thousands of dollars!

The Quest begins with *EarthWorld*, which holds the key to winning a spectacular 18kt solid gold Talisman, studded with twelve diamonds and twelve other precious stones—a prize produced at a cost of $25,000.

THE TALISMAN

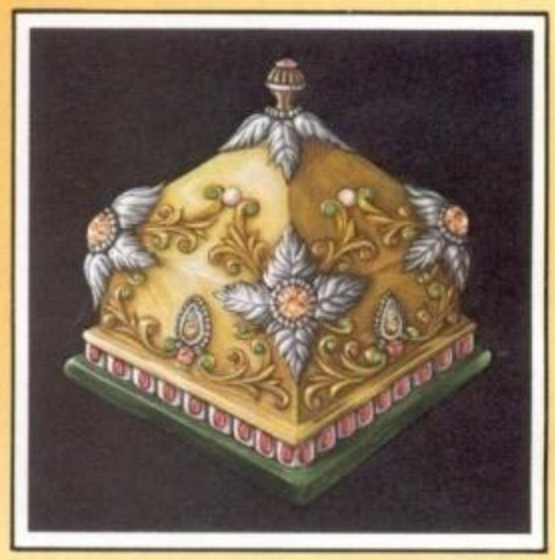
THE CHALICE

Next comes *FireWorld*, in early 1983. The winner of the *FireWorld* contest walks off with a Chalice, a gorgeous goblet of platinum and gold, glistening with rubies, sapphires, diamonds, and pearls—another $25,000 prize.

Later in 1983 there is *WaterWorld*, with a prize truly fit for a king—a $25,000 golden Crown, encrusted with diamonds, rubies, sapphires, green tourmalines, and aquamarines.

THE CROWN

Finally comes *AirWorld*. Uncovering its secrets will win the fourth $25,000 prize for some lucky player—it's a modern-day version of the mythical Philosopher's Stone, encased in an 18kt gold box studded with emeralds, rubies, diamonds, and citrines.



THE PHILOSOPHER'S STONE

And when the SwordQuest cycle is complete, it will be time for the fifth and final challege of SwordQuest—the answer which will earn the grand prize winner an incredible jewel-encrusted Sword, with 18kt gold handle and gleaming silver blade, blazing with diamonds, emeralds, rubies, and sapphires—a $50,000 sword!

What kind of secrets are hidden in the games? No one is saying—but Jewel Savadelis, Atari's Director of Marketing Software, says, "When someone finds the clues, they'll know it!

"All the contest details will be enclosed in the cartridge boxes," she explains, "but I can tell you that we're going to recognize *everyone* who finds at least a single valid clue. Find more, you'll receive a greater level of recognition. But you'll have to find all five valid clues to be eligible to win the major prize for each cartridge—and that fifth valid clue is a *real* challenge!"

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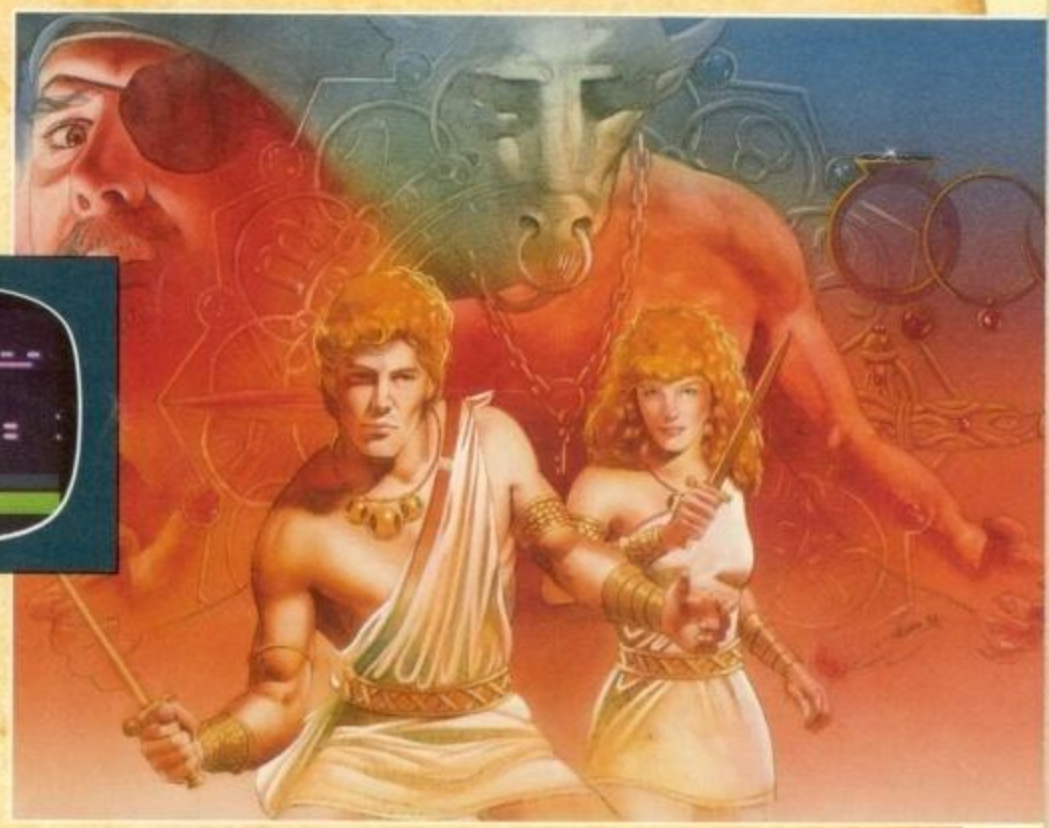
EarthWorld ...
The Adventure Begins!



Experience *EarthWorld* —the start of a new dimension in video gaming. It's *the first true action/adventure* game—a cartridge which carries players into a captivating saga of fantasy and heroic drama.

The *EarthWorld* experience includes a full-color DC comic book packed with the game. We meet Torr and Tarra, the twin brother and sister, and learn of their death-defying quest for the Talisman, Chalice, Philosopher's Stone, Crown, and ultimately, the magical Sword of Ultimate Sorcery.

Now begin *your* quest. You venture into the Twelve Rooms of the *EarthWorld* cartridge, seeking the objects which help unravel the game's mysterious puzzle.

You must do more than run from room to room, though. There are treacherous barriers to cross—deadly arrows, tricky floating logs, and perilous portals which stand between you and the hidden chambers where *EarthWorld's* secrets await.

It takes winning strategy *and* quick reflexes to master the *EarthWorld* experience!

Regular price: $37.95 Club Member's price: $33.95

ORDER *EARTHWORLD* TODAY

Use the convenient Mail Order Form or Call Toll-Free 1-800-345-8600 with credit card orders (PA residents call 1-800-662-5180).

Get in on ALL the SwordQuest excitement

Have EarthWorld ... FireWorld ... WaterWorld ... AirWorld ... delivered to you as soon as they're released!

Become An Atari Club SwordQuest Adventurer!

Receive each SwordQuest cartridge *at your special Club Member price* —get it automatically *as soon as it comes out* —*and* get as a bonus *four* exclusive SwordQuest T-Shirts ... it's all yours as a SwordQuest Adventurer!

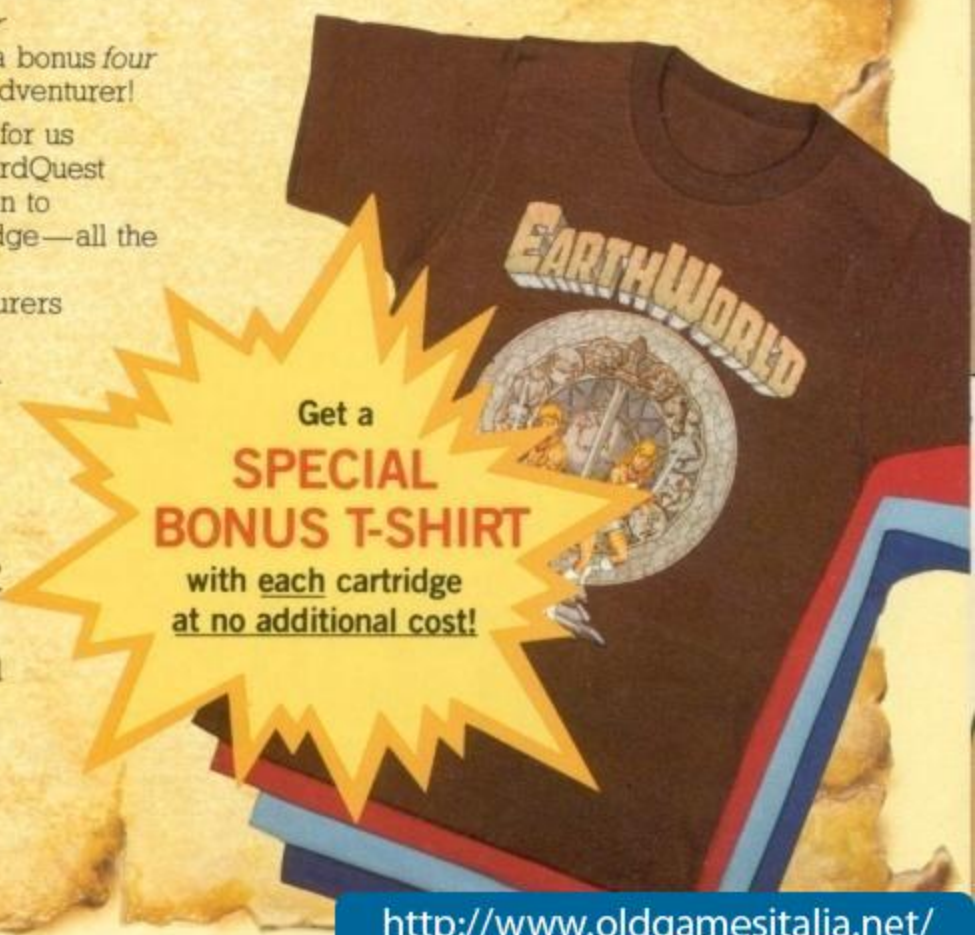
These dramatic full-color T-Shirts are specially designed just for us by George Peres, the same artist who's creating the amazing SwordQuest comic books. These T-Shirts will not be sold in any store—or even to Atari Club members! A different shirt for each SwordQuest cartridge—all the dramatic intensity of *EarthWorld* —*FireWorld* —*WaterWorld* —*AirWorld* —in rich, blazing colors—and *only* SwordQuest Adventurers can get them—*without paying extra!*

How does the SwordQuest Adventurers offer work? Simple—if you have a credit card, order the SwordQuest series now, have each cartridge shipped to you automatically as soon as it comes out, and have the $33.95 cost billed to your credit card.

If you prefer to pay cash, send $33.95 with your Adventurer enrollment now. You'll receive *EarthWorld* as soon as it's released, and the next three cartridges will be shipped to you automatically with a bill enclosed.

Become a SWORDQUEST ADVENTURER today! Use the Mail Order Form in *Atari Age* or call toll-free 1-800-345-8600 with your credit card order (PA residents call 1-800-662-5180).

Happy questing—and good luck!



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Phillips finishes his interview, thanks the scientist, and returns us to the studio, where the announcer is waiting with another news bulletin.

"It is reported that at 8:50 P.M. a huge, flaming object, believed to be a meteorite, fell on a farm in the neighborhood of Grovers Mill, New Jersey, twenty-two miles from Trenton. The flash in the sky was visible within a radius of several hundred miles and the noise of the impact was heard as far north as Elizabeth.

"We have dispatched a special mobile unit to the scene, and will have our commentator, Mr. Phillips, give you a word description as soon as he can reach there from Princeton."

Culver Pictures

Even 44 years ago, listeners believed Orson Welles would invade no planet before its time.

They go back to more dance music, but this time you don't think of changing stations. You wait until the voice of Carl Phillips comes on the air, describing the scene at Grovers Mill.

"I guess that's it. Yes, I guess that's the . . . thing, directly in front of me, half buried in a vast pit. Must have struck with terrific force. The ground is covered with splinters of a tree it must have struck on its way down. What I can see of the . . . object itself doesn't look very much like a meteor, or at least not the meteors I've seen. It looks more like a huge cylinder."

Phillips interviews the owners of the farm where the "thing" has landed, then goes on to describe the surrounding scene. There are hundreds of cars surrounding the pit, where the object is illuminated by their headlights. He hears a strange humming sound coming from the object, and moves his microphone closer so we can hear it ourselves. Suddenly, something moves in the pit!

"Just a minute! Something's happening! Ladies and gentlemen, this is terrific! This end of the thing is beginning to flake off! The top is beginning to rotate like a screw! The thing must be hollow!"

We hear people yelling in fright, and the sound of a huge piece of metal clanking to the ground. Then Phillips again: "Ladies and gentlemen, this is the most terrifying thing I have ever witnessed . . . Wait a minute! *Someone's crawling out of the hollow top.* Someone or . . . something. I can see peering out of that black hole two luminous disks . . . are they eyes? It might be a face. It might be . . .

"Good heavens, something's wriggling out of the shadow like a gray snake. Now it's another one, and another. They look like tentacles to me. There, I can see the thing's body. It's large as a bear and it glistens like wet leather. But that face. It . . . it's indescribable. I can hardly force myself to keep looking at it. The eyes are black and gleam like a serpent. The mouth is V-shaped with saliva dripping from its rimless lips that seem to quiver and pulsate. The monster or whatever it is can hardly move. It seems to be weighed down by . . . possibly gravity or something. The thing's raising up. The crowd falls back. They've seen enough. This is the most extraordinary experience. I can't find words . . . "

Incredible as it may seem, the Martians have landed on earth—and you are hearing it all, live as it happens, right there in your living room over the radio. You listen in horror as a humped shape rises out of the pit and unleashes a fearsome heat ray, igniting the entire countryside in an all-consuming blaze. Announcers at the radio station read us bulletins as they arrive. The governor of New Jersey puts the state under martial law. The station manager gets on the air, informing us that the radio station is being turned over to the military for emergency messages.

We hear Captain Lansing of the signal corps tell us that the "situation arising from the reported presence of certain individuals of unidentified nature is now completely under control." Minutes later Captain Lansing is gone, victim of the first Martian war machine to emerge from the pit—an enormous cylinder rearing up on huge metal legs, spreading devastation with its powerful heat ray.

The Secretary of the Interior gets on the air from Washington to calm the public. Then the announcer returns to tell us that more Martian war machines have landed in Virginia, and in New York. We hear an artillery unit trying to shell the Martians, and suffering defeat. We eavesdrop on the radio communication from an Army bombing plane—the squadron also falls victim to the heat ray. More military communications—the Martians are using a deadly black poison gas. Gas masks are useless against it.

Another announcer's voice. He is speaking from the roof of the Broadcasting Building in New York City. "No more defenses," he tells us. "Our army wiped out . . . artillery, air force, everything wiped out. This may be the last broadcast. We'll stay here to the end . . . Now they're lifting their metal hands. This is the end now. Smoke comes out . . . black smoke, drifting over the city. People in the streets see it now. They're running toward the East River . . . thousands of them, dropping in like rats. Now the smoke's spreading faster. It's reached Times Square. People trying to run away from it, but it's no use. They're falling like flies. Now the smoke's crossing Sixth Avenue . . . Fifth Avenue . . . one hundred yards away . . . it's fifty feet . . . "

The broadcast goes dead. We hear the voice of a lone ham radio operator, scratchy and faint. "2X2L calling CQ . . . 2X2L calling CQ . . . New York. Isn't there anyone on the air? Isn't there anyone . . . 2X2L—"

Silence.

Suddenly, there's an authoritative announcer's voice on the air again. "You are listening to a CBS presentation of Orson Welles and the Mercury Theatre on the Air in an original dramatization of *War of the Worlds* by H.G. Wells. This performance will continue after a brief intermission."

What?

You mean this whole thing is a radio drama? We're safe? Thank goodness! You breathe a sigh of relief, grab a cold drink from the kitchen, and sit back to enjoy the destruction of the world as skillfully performed by Orson Welles and the Mercury Theatre.

Now you are entertained as the Martians conquer humanity, laying waste to cities and ravaging the countryside. In the end, you are reassured by Professor Pierson's description of the huge war machines leaning motionless, their Martian occupants

(cont'd on p. 14)

DAILY NEWS
NEW YORK'S PICTURE NEWSPAPER
FINAL
New York, Monday, October 31, 1938
FAKE RADIO 'WAR' STIRS TERROR THROUGH U.S.

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"THE MARTIANS HAVE LANDED"

Outer space invasions by video villains in Star Raiders or Defender are more fun than frightening — but the first time creatures from another planet attacked the earth, it caused panic across America! It all happened one memorable Halloween night ...

Imagine yourself at home on Halloween night, 1938. The constant ringing of the doorbell by roving trick-or-treaters has finally died down. You want a little entertainment, so you turn on the radio.

There's an announcer introducing a program of music by Ramón Raquello and his orchestra, broadcasting live from a hotel in New York City. You listen to the first few chords and glance impatiently at your watch. It's about ten minutes after eight o'clock. Edgar Bergen should be on NBC now, with that funny puppet Charlie McCarthy. You reach over to switch channels when the music stops abruptly, and an announcer comes on with a news bulletin.

"Ladies and gentlemen, we interrupt our program of dance music to bring you a special bulletin from the Intercontinental Radio News. At twenty minutes before eight, central time, Professor Farrell of the Mount Jennings Observatory, Chicago, Illinois, reports observing several explosions of incandescent gas, occurring at regular intervals on the planet Mars.

"The spectroscope indicates the gas to be hydrogen and moving towards the earth with enormous velocity .... We now return you to the music of Ramón Raquello ... "

Strange. And even stranger when the announcer interrupts the music again, just a few moments later, to present an on-the-spot interview with Professor Pierson in New Jersey, discussing the strange disturbances on Mars.

We hear the constant ticking sound of the telescope mechanism in the background as radio commentator Carl Phillips interviews the Professor, who is keeping a close watch on Mars. What does he see through the telescope? "Nothing unusual at the moment," the Professor responds. They begin to discuss Mars, and its strange canal-like markings. Phillips asks the Professor if he is "quite convinced as a scientist that living intelligence as we know it does not exist on Mars?" Professor Pierson replies, "I should say the chances against it are a thousand to one."

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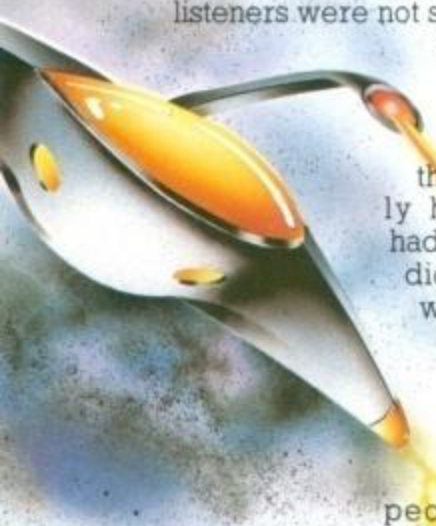
The Martians Have Landed

(Continued)

killed—not by our puny guns and bombers, but by the common bacteria in the earth's atmosphere, "against which their systems were unprepared . . . slain, after all man's defenses had failed, by the humblest thing that God in His wisdom put upon this earth."

A thought-provoking ending—for those who heard it. But an awful lot of listeners were not sitting by their radio as Orson Welles closed his broadcast. For thousands of people, the invasion was really happening—they had heard it on the radio, and believed it was true!



In cities and towns from coast to coast highways were jammed as panic-stricken people rushed their families out into the car and tried to flee the approaching Martians.

In Newark, New Jersey, terrified families rushed out of their houses with wet towels and handkerchiefs over their faces to protect themselves from the Martian gas attack.

A group of scientists from Princeton University bravely rushed out toward nearby Grovers Mill to investigate the interplanetary invaders firsthand.

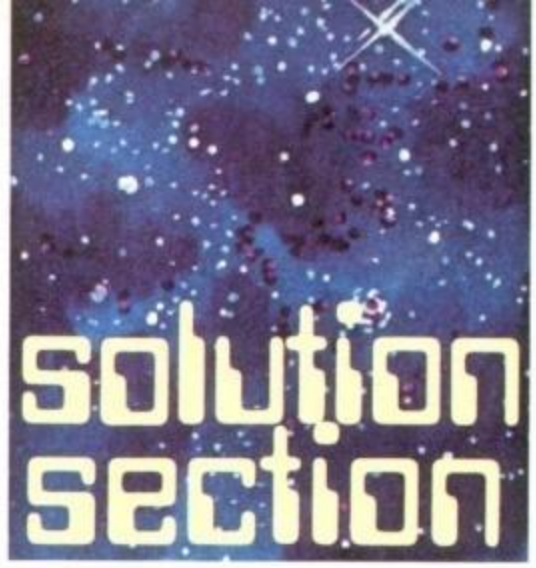
In Providence, Rhode Island, people demanded that the electric company cut off all power to the city to black it out and save it from the approaching invasion force!

And in Pittsburgh, a woman grabbed a bottle of poison and screamed, "I'd rather die this way than like that!" Luckily her husband was there to stop her.

Researchers later estimated that at least six million people were listening to the broadcast, and of that total, at least *a million* of them were frightened by what they heard.

But why did they believe it? Part of the answer lies in the way the broadcast was put together. Presenting the Martian invasion in the form of news bulletins interrupting regular programming made listeners more ready to believe that something awful was really happening.

Maybe the best explanation, though, is that under the right circumstances, any of us is liable to believe something bizarre and terrifying is taking place . . . particularly as October 30 approaches, and the neighborhood sprouts witches and goblins, and the autumn wind howls louder through the trees, and the giggles and footsteps outside your window are *probably* just trick-or-treaters. At those moments when the supernatural and the unexplained seem to creep into our homes, peeking out behind each darkened doorway and making us jump with each creak of the staircase, it is good to keep in mind the advice given by Orson Welles as he closed his memorable broadcast 44 years ago: "Remember, please, for the next day or so, the terrible lesson you learned tonight. That grinning, glowing, globular invader of your living room is an inhabitant of the pumpkin patch, and if your doorbell rings and nobody's there, that was no Martian . . . it's Hallowe'en."



Atari Scavenger Hunt Contest

May/June Issue

On July 16, 1982, we selected the winners in our first Atari Club contest. First prize of 12 Atari Game Program cartridges went to J. Guinses of Los Angeles. Ten more lucky Club members won second prizes of 4 Atari game cartridges each. Another fifty third prize winners received copies of *The Winner's Book of Video Games*.

Here are the correct answers: STEP 1: 1, *Circus Atari*; 2, *Superman*; 3, *Home Run*; 4, *Video Pinball*; 5, *Maze Craze*; 6, *Casino*; 7, *Defender*; 8, *Basketball*; 9, *Yars' Revenge*; 10, *Combat*; 11, *Backgammon*; 12, *Video Chess*. STEP 2: UUHNEODESTAH. STEP 3: HAUNTED HOUSE.

See Shore Puzzle

July/August Issue

There were a total of 23 different Atari video games at the beach in our back page puzzle. In alphabetical order, the games shown were *Adventure, Air-Sea Battle, Asteroids, Basketball, Brain Games, Breakout, Casino, Football, Hangman, Haunted House, Home Run, Human Cannonball, Indy 500, Maze Craze, Outlaw, Pac-Man, Skydiver, Space Invaders, Super Breakout, Superman, Video Chess, Video Pinball, Yars' Revenge*.

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- Please fill in this order form in full.
- Mail order form to THE ATARI CLUB,™ 1700 Walnut Street, Philadelphia, PA 19103.
- If you order more than one item, your selections may be shipped separately and therefore may arrive on different dates. Game Program™ cartridges not yet released will be shipped as soon as they are available.
- If any part of your order is damaged in shipment, it will be replaced without charge.

I CHOOSE TO PAY AS FOLLOWS:

☐ Check or money order made payable to "The Atari Club" enclosed for total amount due.

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ITEM CODE	DESCRIPTION OF ITEM (Including color and size)	QTY	PRICE PER ITEM	TOTAL PRICE

* Please add $1.50 shipping and handling charge if your order includes any items or accessories other than Game Program cartridges. (Note: There will be no additional shipping charge for Game Program Storage Case received as part of the special *Star Raiders* offer.)

Total Amount of Order	
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PA residents add 6% state sales tax	
TOTAL AMOUNT DUE	

PLEASE NOTE: When ordering T-shirts and vests be sure to specify item code, style, and size.

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ATARI'S ARCADE AWARD WINNERS

You know about TV's Emmy Award, Hollywood's Oscar, Broadway's Tony—but have you ever heard of the Arkie?

Video magazine created the Arcade Awards in 1980 to honor outstanding achievement in the field of electronic gaming. Known affectionately as the Arkies, the annual awards are now sponsored jointly by *Video* and *Electronic Games* magazines.

In the three years the awards have been given out, Atari has walked off with more Arkies than any other company—eight winners in the home game categories alone, plus wins in the coin video and computer game categories and several honorable mentions. Here is a brief rundown of the award-winning Atari VCS Game Program cartridges—

1980	1981	1982
Most Innovative Game: BASKETBALL	Game of the Year: SUPERMAN	Video Game of the Year: ASTEROIDS
Best Pong Variant: VIDEO OLYMPICS	Most Innovative Game: ADVENTURE	Best Solitaire Game: MISSILE COMMAND
Best Target Game: AIR-SEA BATTLE		Best Pong Variant: WARLORDS

1980: The judges praised *Basketball's* groundbreaking use of a trapezoidal court to simulate depth of field.

1981: Fantasy gaming was successfully translated to the video game screen for the first time with *Adventure*, and Atari won an Arkie Award for that achievement.

1982: *Missile Command* won special praise for allowing a choice of starting levels, so that experienced players can skip over the novice attack waves.

Arcade Awards for top game of the year have been presented twice—and both have gone to Atari, for *Superman* in 1981 and *Asteroids* in 1982.

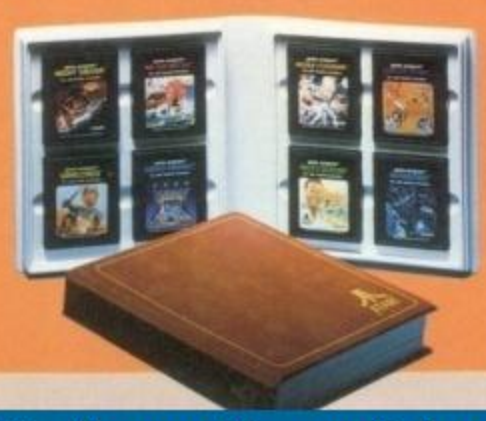
Get in on the Club's Star Raiders

SPECIAL OFFER

Missing any of the Arkie-award-winning cartridges? Order them now and take advantage of the *Star Raiders* bonus offer—Order *Star Raiders along with any other cartridge* and get a Game Program Storage Case, regularly sold for $9.95,

absolutely free!

See page 9 for details



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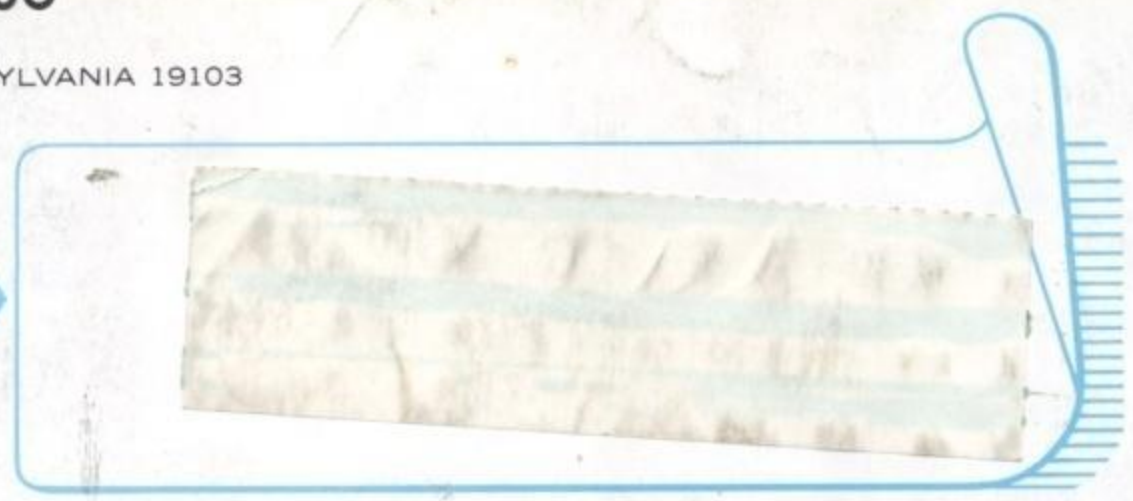

OPEN ONLY TO ATARI CLUB MEMBERS!

WIN VALUABLE PRIZES!

ATARI GAMES

Three friends named Artie, Sam, and Maria were walking into their local video store to check out the latest game cartridges when they noticed a new neon sign in the window, which said "ATARI GAMES" in glowing green letters.

After staring at it for a few moments, Maria noticed something. "Hey," she said, "I can spell my name out using the letters in that sign. See—M-A-R-I-A."

Sam quickly noted that the letters in his name were also in the sign. Amazing as it may seem, Artie made the exact same discovery. (Isn't it funny how conveniently these things work out in puzzles?)

Pretty soon, the three friends started noticing lots of other words which could be made with the letters A T A R I G A M E S. *Lots* of other words, in fact.

As you might expect, there is a moral to this story—if you would like to win an Atari 5200 game system for your very own, all you have to do is to make *more* words out of the letters in our sign than anyone else, and get your entry to us by November 15, 1982.

SEEN IN A SIGN CONTEST

Use a letter only as many times as it appears in the sign for each word you make.

Acceptable words:

1) are three letters long or longer;
2) are *not* plurals or hyphenated words;
3) are *not* proper nouns (in other words, names of people, places, or things which would normally be capitalized are *not* acceptable);
4) are included as a *main listing* (printed in boldface) in *Webster's New Collegiate Dictionary*, eighth edition (copyright 1981).

The entry with the greatest number of valid words received by November 15, 1982 will be the first prize winner. The next highest total wins second prize; the ten next highest totals each win a third prize. For entries with an equal number of valid words, a drawing will be held to determine the winners. In addition, a random drawing will be held from all entries received by the deadline date to select 100 fourth prize winners.

PRIZES

One FIRST PRIZE winner will receive the new Atari 5200 game system.

One SECOND PRIZE winner will choose any 5 Atari Game Program cartridges.

Ten THIRD PRIZE winners will receive Atari Game Center Organizers.

200 FOURTH PRIZE winners will receive Atari Championship Scoreboards.

HOW TO ENTER

Neatly print or type your list of words, along with your name, address, and telephone number, and send to THE ATARI CLUB, Seen in a Sign Contest, P.O. Box 3998, Lancaster, PA 17603. YOU MUST WRITE THE NUMBER OF WORDS IN YOUR ENTRY ON THE OUTSIDE OF YOUR ENVELOPE—if this is *not* done, the entry will *not* be valid.

Final judging and drawings will be held on November 22, 1982, and winners will be announced in the January/February issue of *Atari Age*.

Contest void in Florida, North Dakota, Ohio, and West Virginia. Employees of Atari, Inc. and other Warner Communications Companies and their families are not eligible to win. Decisions of the judges will be final.

Actual odds of winning will be determined by the total number of valid entries submitted. Based upon the number of actual entries submitted in the "Scavenger Hunt Contest," the chance of winning a prize will be 1 in 666.

Estimated prize value: first prize, $300; second prize, $150; third prize, $40; fourth prize, $7.

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